GAME SERVER FOR USE IN CONNECTION WITH A MESSENGER SERVER

ABSTRACT OF THE DISCLOSURE

A game and messenger client-server system is provided including a plurality

5   of game clients, a game server, a plurality of messenger clients, and a messenger server. The game server includes logic to operate a multiplayer game using inputs from and outputs to an active game set of game clients, wherein game clients other than those in the active game set can join an active game by supplying the game server with a reference to the active game. Additionally, logic is included for coupling a game client to a messenger client to allow the

10   game client to send the messenger client data used to initiate joining a game, whereby a message sent by the messenger client includes the data used to initiate joining a game. Also, logic is included for initiating a join of a game at an invitee client, using data received in a message to the invitee.

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